



CLIFF FRALEY

About

I have a passion for making games as a designer and writer. I focus primarily on level design, mechanics design/ideation, and specialize in narrative design for multiple mediums of games, and transmedia ideation.

Education

Bachelor of Games + Simulation

Miami University of Ohio

2021 - 2025

Associates in German Linguistics

Miami University of Ohio

2023-2025

Skills

- Level Design- First-Person, Third-Person
- Narrative Design
- Transmedia Ideation
- Game Testing
- Mechanics Design

Projects

Creative Director- Slipspace Mafia

Independent Project / Oxford, OH

- Worked on and developed a transmedia IP that currently is a board game.
- Focus on being a story-rich, narrative and world focused IP set in a sprawling sci-fi setting.

Lead Level Designer- Hollowed Earth

6:00 AM Games / Oxford, OH

Jan – May 2024

- Worked on designing and developing levels for a stealth/platformer game.
- Used Unity Pro builder, particle effect system, and modular kit bashing to create 3 large-scale levels.

Narrative & Level Designer- In Your Element

In Your Element Team / Miami University

Jan 2024 - Present

- Working on making a large-scale world in Unity 2.5 D in the same vein of games like Octopath Traveler and Persona.
- Serving as the lead narrative worldbuilder, crafting an intricate and in-depth game world.